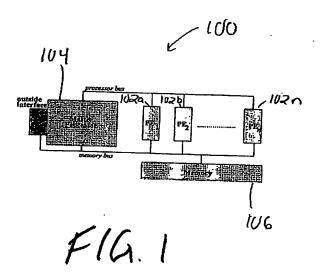
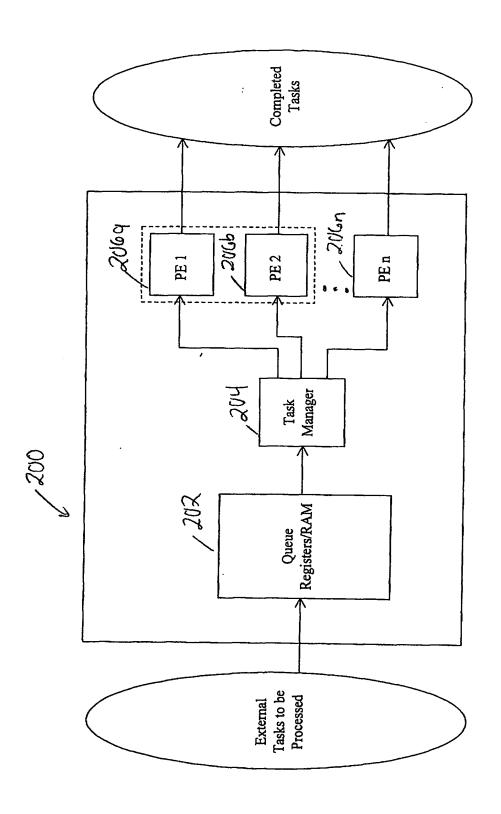
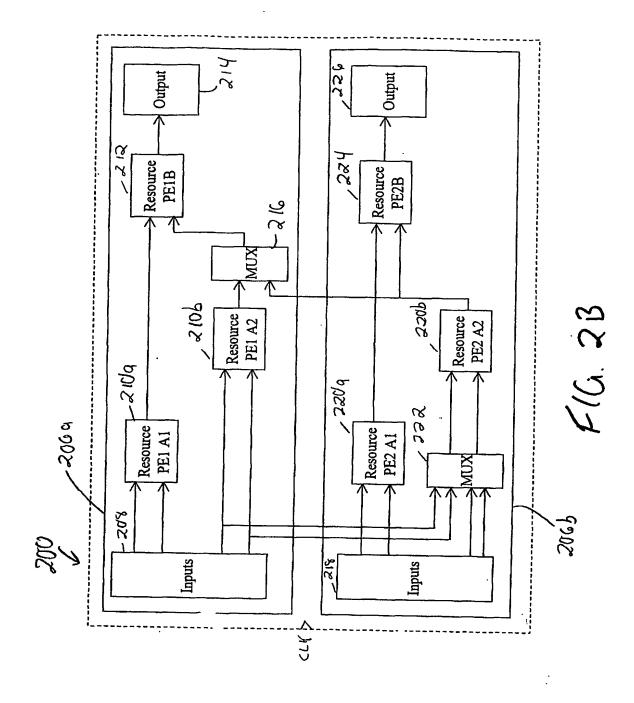
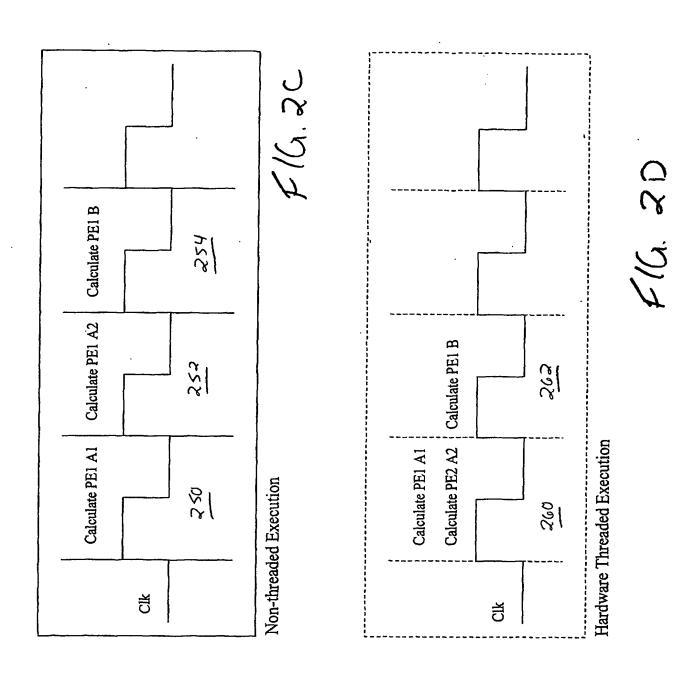
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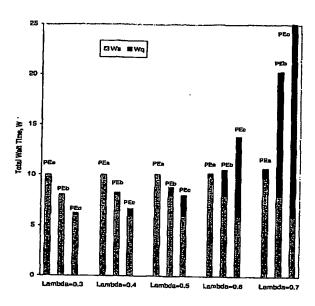
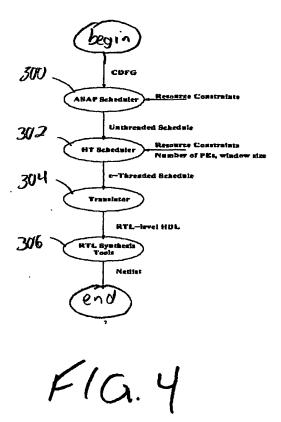
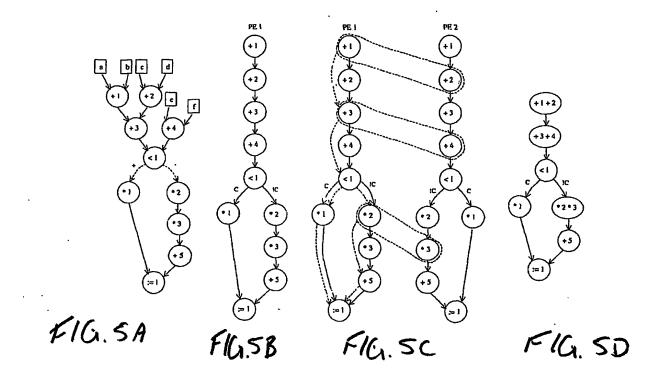


FIG. 3

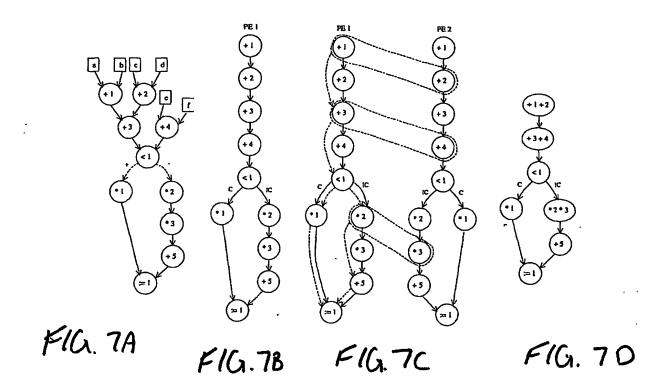


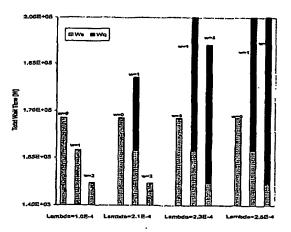


```
HTscheduler (S, R, n, w)
 Input: S = Unthreaded Schedule
          R \equiv Resource Constraints Per Partition
          n \equiv \text{Number of Partitions}
          w ≡ Window Size
           CurrentState \equiv Current State to be Scheduled
 Vars:
          NextState 

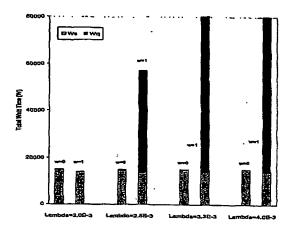
Next State to be Scheduled
          ByPassedEdges \equiv Queue of Edges to Bypass
          Borrowed ≡ Queue of Borrowed States
          StatesAlreadyScheduled \equiv Array of states already scheduled
 Output: HTS \equiv \text{Hardware-threaded Schedule}
 1. CurrentState = initialState(S);
 2. while Current State is not Null do
     if IsConditional(CurrentState) then
       for each child of CurrentState
 4.
         HT scheduler (Schedule (child), R, n, w)
 5.
     else if StatesAlreadyScheduled(CurrentState) = 0 then
 6.
         StatesAlreadyScheduled(CurrentState) = 1
 7.
         NextState = CurrentState
8.
 9.
         for (i = 0; i \le w; i++) do
 10.
            NextState = successor(NextState)
            if IsConditional(NextState) \( \text{IsJoining(NextState)} \) then
11.
12.
               i = w
13.
            else
14.
               if \it IsSchedulable (Current State, Next State, R, n) then
15.
                  ByPassedEdges.append(outedge(NextState))
                  Borrowed.append(NextState)
16.
                 StatesAlreadyScheduled(NextState) = 1
17.
18.
                 CombineStates(CurrentState, NextState)
19.
      if successor(CurrentState) = Borrowed.top then
20.
        Borrowed.dequeuetop
21.
        while !IsEmpty(Borrowed)∧
               Borrowed.top = (target(ByPassedEdges.top)) do
22.
            Borrowed dequeuetop
23.
           ByPassedEdges.dequeuetop
        Create Edge (Current State, target (By Passed Edges. top), dashed) \\
24.
25.
        ByPassedEdges.dequeuetop
26.
      else
        Create Edge (Current State, successor (Current State), dashed) \\
27.
      CurrentState = successor(CurrentState)
28.
```

FIG. 6

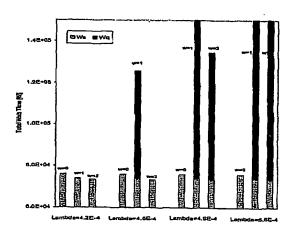




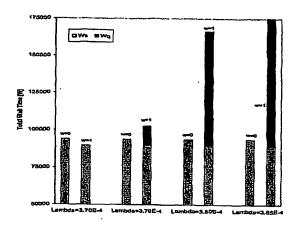
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